7. The method of claim 5 wherein said function is a sinusoidal function, so that the object appears to accelerate and then decelerate along said path.

8. A user interface for a computer, comprising:

a display space within which objects are displayed; and

means responsive to a user action for moving an object displayed in said space from a first location to a second location by displaying the object at different sequential positions during respective increments of time, such that the distance between successive positions varies in accordance with a non-linear function so that the object appears to be moving at a changing velocity.

10. The user interface of claim 8 wherein said function is a sinusoidal function, so that the object appears to accelerate and then decelerate along a path from said first location to said second location.

17. A computer-readable medium containing a program which executes the following steps:

displaying at least one object at a first location in a display space;

selecting a second location for the object within said display space, and a period of time within which the object is to move from the first location to the second location;

displaying said object at sequential positions along a path from said first location to said second location at increments of time within said period, such that the distance between successive positions varies in accordance with a non-linear function so that the object appears to be moving at a changing velocity along said path.

19. The method of claim 17 wherein said function is a sinusoidal function, so that the object appears to accelerate and then decelerate along said path.